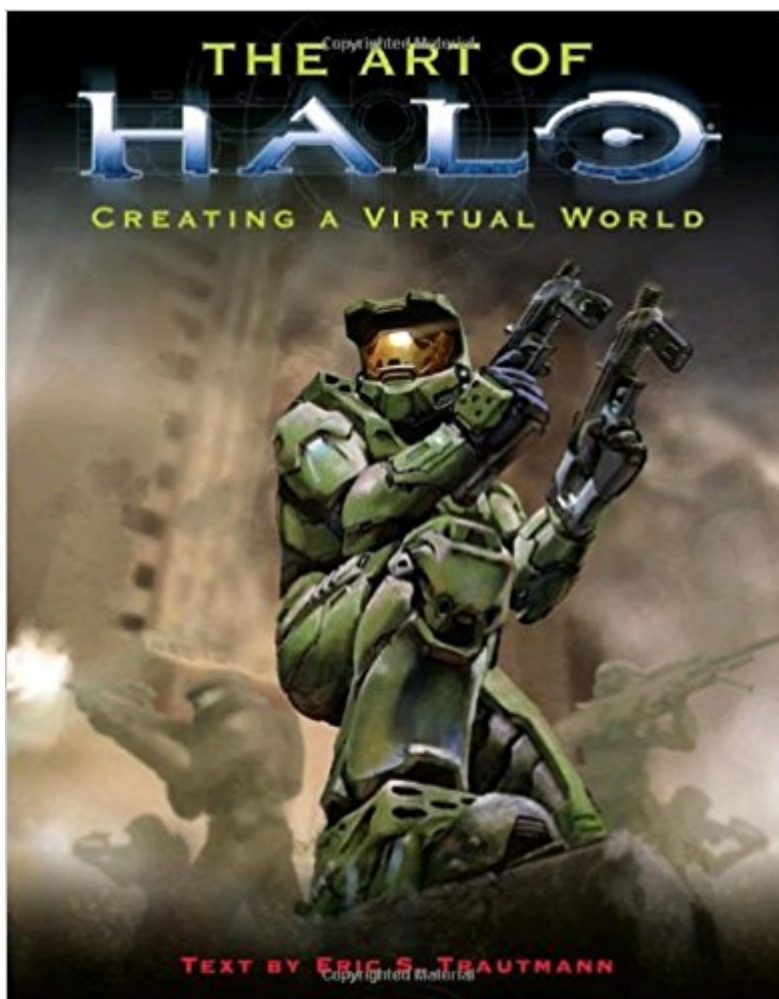


The book was found

The Art Of Halo: Creating A Virtual World



Synopsis

When Halo™ hit the shelves with the launch of the Xbox™ in 2001, it was an immediate sensation. This action-packed science fiction military combat game, set on a distant, war-torn, artificial planet, became an instant triumph with gamers and scored numerous awards for its innovations, irresistibility, and sheer thrills. The Art of Halo is a showcase of its stunning visual style, a fascinating guided tour through the making of the phenomenon from bright idea to brilliant result and a testament to the creativity of the artists at Bungie Studios. Meet the brains behind Bungie, the birthplace of Halo. Feast your eyes on a panorama of all-new artwork from its spectacular sequel Halo 2, one of the most eagerly-awaited games of 2004. Discover the art of game design from the inside out, in interviews with and illustrations by the Halo creative team. Learn the secrets of designing gear from the artists themselves. Follow the construction of a crucial sequence from storyboard to completion, along with pages from the actual script. Thrill to a gallery of glorious Halo artwork, including action figure designs, game packaging, cartoon strips, posters, T-shirts, and more! It's all here the story behind the sensation that GamePro declares "above and beyond what console gamers have come to expect." in one virtuoso volume!

Book Information

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Customer Reviews

"The Art of Halo: Creating a Virtual World" was written at the time between Halo 1 and 2, and as

such it balances its time between giving you insight into the design of Halo and doing its best to highlight the differences that were coming in Halo 2. The images are the best quality for the way both games looked at the time, but more importantly the book does a nice job of breaking down the categories of design, dedicating separate sections to Bungie's history, the story, and then each individual element of the games: weapons, aliens, vehicles, etc. If you're interested in a nice pictorial history of the early days of Halo, "The Art of Halo: Creating a Virtual World" is a fun read. There are newer more thorough books now, but I still enjoyed this one immensely.

The Art of Halo is something that every major fan of the halo universe and Halo's art should have. The book itself is of good quality; you won't find weak binding or cheap manufacturing problems here. The book covers pretty much all of the basic topics you might expect, from character studies to weapon designs and environment studies. All in all i was hoping to be surprised a little more, this book covered all the typical topics that might be expected but didn't have anything too special. However, the art was great and it covered the many stages of development that the various species, machines and characters went through. On a side note, i was somewhat misled by the title to assume that this book would cover the more modern games in the halo franchise, only to find that it was made apparently before the second game even came out, which was the biggest disappointment for me, but i guess that's my fault for not doing a little more research on it. I later found that "Art of Halo 3" was much more of what i was looking for, but apparently it is now a rare collectible and currently around \$500. Sure hope they reprint a second edition sometime for cheaper. . .

The Art of HALO: Creating a Virtual World is a book that must be a part of your Halo collection. Much like the Halo Encyclopedia, The Art of Halo demonstrates all the character designs of different versions to the final product. This goes for all the different locations in the Halo Universe. Ranging from: Environments. Vehicle Design. Character Uniform Study. To the Weapons and Gear. The artwork and amount of detail that Bungie has put into the Halo franchise is outstanding. The created worlds and level of design is beautiful. Although i did expect a little more out of the book, but it is still a great book for your collection. So go out there and buy it for your collection Happy Shopping!

So awesome and beautiful to look at.

Older book that seems dated at this point but an interesting look back at the original design for Halo:

Combat Evolved. My favorite parts are the descriptions and designs for some of the levels, this isn't extensive but even the limited look is interesting.

This book clearly shows just how much time, energy, passion & love went into creating the entire world of Halo. The creation of the art work is simply stunning, if you enjoy glorious colour & unbelievable creative spirits, you owe it to yourself to get a copy of this book. Then as a added treat, check out on-line some of the HD trailers which are available, if your able, try to get copies on DVD & watch them on a large screen TV in full HD mode ... check your heart rate before & after ... if you don't have goose bumps & want to run out & buy a Xbox 360 & Halo 2 or 3 ... you may want to check your pulse. 5 stars out of 5 stars ... easy.

After reading some mixed reviews, I decided for the price to go ahead and give it a buy. I was not disappointed. Yes, this book does not cover anything past Halo 2, but, the book contains a lot of behind the scenes making of tidbits, as well as TONS of concepts and sketch art that you would not find published anywhere else. I was not disappointed with this book, and am glad to add it to my Halo collection. Like I said, any TRUE Halo fan should and would not have any complaints about adding this book to their library, and I strongly recommend purchasing it just for the eye candy alone! HALO FTW!!

This is more of an art book rather than a story,,,,,the art of the Halo designs and creatures...anyone interested in drawing their own fantasies would love it.

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